

to be recognizable, detectable and/or identifiable by a DMP-enabled device. In some examples, DMPs may be created, modified, propagated to/from, and/or stored in example DMP data store **122**, example DMP server **120**, example service provider **350**, example device **180**, and/or other devices or the like.

[0029] FIG. 4 is a block diagram showing an example process **400** for recognizing a DMP and configuring a device to comply with the DMP. Block **410** indicates a device recognizing a DMP. In one example, the DMP is received by the device over a network or the like. In another example, the DMP is detected via an optical means, acoustic means, electromagnetic means, or some other means suitable for DMP recognition purposes. In general, example process **400** continuously seeks to recognize a DMP, continuing at block **420** once a DMP is recognized.

[0030] Block **420** indicates evaluating the recognized DMP to determine if it is applicable to the device. If the DMP is applicable, example process **400** continues at block **430**; otherwise it continues at block **410**. For example, if the DMP relates to library zone and the device is within the library zone, then the DMP is considered applicable. But if the device recognizes the DMP but is not within the library zone, then the DMP is not considered applicable.

[0031] Block **430** indicates evaluating the applicable DMP to identify any device manners of the DMP that are relevant to the device. If one or more of the device manners are relevant, example process **400** continues at block **440**; otherwise it continues at block **410**. For example, if the DMP specifies a "silence please" device manner and the device is a cell phone, then the device manner is relevant. But if the device is a child's shoe including flashing lights but no sound feature, then the device manner is not considered relevant.

[0032] Block **440** indicates configuring the device for compliance with any relevant device manners specified in the applicable DMP. In one example, the cell phone is configured for silent operation, disabled entirely, or the like so as to comply with the DMP. In some examples, the device may configure itself for compliance. Once the device is configured for compliance, example process **400** continues at block **450**.

[0033] Block **450** indicates testing to determine if a previously-determined applicable DMP is still applicable. If such a DMP is still applicable, example process **400** continues at block **410**; otherwise it continues at block **460**. Such tests may be performed periodically, continuously, or the like once a device has been configured for DMP compliance (as indicated by loop **452**), and may continue even while process **400** seeks to recognize other DMPs. For example, a cell phone may have recognized and complied with a DMP including a "silence please" device manner for a library zone. The cell phone may periodically test to determine if the DMP is still applicable, that is if the cell phone is still in the library zone. Continued applicability may additionally or alternatively be tested by other means, such as using GPS data to determine if the cell phone is still in the library zone. Such a means may not require that a device maintain or obtain contact with a DMP server or the like. Information useful for continued applicability testing may be provided, at least in part, with the DMP, or may be obtained independent of the DMP and/or of a DMP environment.

[0034] Block **460** indicates restoring a previous configuration once a DMP is found to be no longer applicable. For example, if a cell phone had been configured for silent operation while a "silence please" DMP was applicable, a previous

non-silent configuration may be restored should the DMP be found to no longer be applicable. Once the device's previous configuration is restored, example process **400** continues at block **410**.

[0035] FIG. 5 is a block diagram showing an example computing environment **500** in which the technologies and processes described above may be implemented. A suitable computing environment may be implemented with numerous general purpose or special purpose systems. Examples of well known systems may include, but are not limited to, cell phones, personal digital assistants ("PDA"), personal computers ("PC"), hand-held or laptop devices, microprocessor-based systems, multiprocessor systems, servers, workstations, consumer electronic devices, set-top boxes, and the like.

[0036] Computing environment **500** typically includes a general-purpose computing system in the form of a computing device **501** coupled to various components, such as peripheral devices **502**, **503**, **504** and the like. System **500** may couple to various other components, such as input devices **503**, including voice recognition, touch pads, buttons, keyboards and/or pointing devices, such as a mouse or trackball, via one or more input/output ("I/O") interfaces **512**. The components of computing device **501** may include one or more processors (including central processing units ("CPU"), graphics processing units ("GPU"), microprocessors ("μP"), and the like) **507**, system memory **509**, and a system bus **508** that typically couples the various components. Processor **507** typically processes or executes various computer-executable instructions to control the operation of computing device **501** and to communicate with other electronic and/or computing devices, systems or environment (not shown) via various communications connections such as a network connection **514** or the like. System bus **508** represents any number of several types of bus structures, including a memory bus or memory controller, a peripheral bus, a serial bus, an accelerated graphics port, a processor or local bus using any of a variety of bus architectures, and the like.

[0037] System memory **509** may include computer readable media in the form of volatile memory, such as random access memory ("RAM"), and/or non-volatile memory, such as read only memory ("ROM") or flash memory ("FLASH"). A basic input/output system ("BIOS") may be stored in non-volatile or the like. System memory **509** typically stores data, computer-executable instructions and/or program modules comprising computer-executable instructions that are immediately accessible to and/or presently operated on by one or more of the processors **507**.

[0038] Mass storage devices **504** and **510** may be coupled to computing device **501** or incorporated into computing device **501** via coupling to the system bus. Such mass storage devices **504** and **510** may include non-volatile RAM, a magnetic disk drive which reads from and/or writes to a removable, non-volatile magnetic disk (e.g., a "floppy disk") **505**, and/or an optical disk drive that reads from and/or writes to a non-volatile optical disk such as a CD ROM, DVD ROM **506**. Alternatively, a mass storage device, such as hard disk **510**, may include non-removable storage medium. Other mass storage devices may include memory cards, memory sticks, tape storage devices, and the like.

[0039] Any number of computer programs, files, data structures, and the like may be stored in mass storage **510**, other storage devices **504**, **505**, **506** and system memory **509** (typically limited by available space) including, by way of